

Windows Vista

For some reason, Microsoft abandoned the support for OpenGL in their newest operating system Windows Vista. OpenGL is the language that your operating system and your application use for communicating 3D information with the videocard. You can imagine that the lack of support for this language has a serious negative effect on the performance of your 3D software, which is why we don't recommend switching to Vista without trying it first. Our software is Vista compatible, but that doesn't mean it runs well. Be aware.

If Microsoft does not bring back the support for OpenGL, 3D software like Google SketchUp Pro has to be rewritten for Direct3D which is very time and money consuming. Frankly, we don't know what the future will bring.